

CLAW & FANG

November 10, 1979

Number 108



CARVING UP THE THANKSGIVING TURKEY



Published monthly by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Telephone: (916) 383-4848. Cover by Smacko. Subscription rate is 12 issues for \$5.00. Game fee is \$3.00 plus a subscription. Articles, recipes, puzzles, letters, humor, etc., solicited from readers. Payment is one issue for each published $\frac{1}{4}$ page of material. I have given up looking for someone to do gamezine reviews. (But if you are interested, let me know.)

This issue of CLAW & FANG is dedicated to the rhinoceros, which is being hunted to extinction because its horn is reported to have aphrodisiac properties. There is probably some irony here but how would I know, I don't have horns, only fangs.

DIS AND DATA

1. It's Fang of the Year time again. Send in your nomination for Fang of the Year and the reason for your nomination. (I've gotten in a couple already.) The winner receives a free 6 month sub to C&F and there are usually some runner up awards.

2. No change in the box score. There are still 35 games in progress. No new starts and no finishes during the last month. That's one problem with CLAW & FANG games, they never end. I haven't had a game end in months. I have one game in 1920, another in 1913, two in 1911, and one Guest GM has one in 1912. I always figured the average length was about 1907.

3. Nevertheless, there are game openings. The next game only needs two more players to get underway.

4. MENSA 10 is half filled. If you are a member of the SIG get your fee in and lets get the game started.

5. Announcing a special game for people already playing in C&F. As you know, country assignments in C&F are by lot. I frequently get requests from someone for a different or "better" country assignment next time. Therefore, for persons already playing (or have played) in C&F a game (or two) using country preference lists. I propose to work this a little differently. I will try to give everyone one of their top three choices. This means you may not get your top choice even if unique. Obviously, if no one has (say) Italy as one of their top three, then someone has to play it. The person with Italy in the highest position in his/her preference list will get it. No one will get their last choice (I may extend this to last 2 or 3--let me know). I simply won't put you in the game if you could only get your bottom choice.

6. No Traveller this month. Eric promises to have it next time.

7. Smacko is sending his adjudications out direct. His address is: Michael McMillie, 4001 S West Shore, Apt 1105, Tampa, Florida 33611. Tele: (813) 839-9372.

8. 1979AR: AUTUMN 1902: Russia F Rum R OTB; F Swe R Bal; A War R Mos. WINTER 1902: Austria build A Vie; England build A Edi; France even; Germany build A Kie; Italy even; Russia removes A Fin; Turkey even. Spring 1903 due December 10.

9. Anyone interested in a face to face game here after the first of the year?

10. LATE NEWS FLASH FROM DAVID REYNOLDS: Gerald Ford is going to run for president again. If elected, he promises a full pardon for Jimmy Carter.

11. A question by our questionable roving interviewer: "Other than than, Mrs. Lincoln, how did you like the play?" (Send yours in.)

[Another CLAW & FANG exclusive. A new game appearing here in print for the first time. To hasten your understanding of the rules, the game had its genesis in the old paper and pencil game of "Battleship".]

WARHEAD

by Scott Hightower

Warhead is a paper and pencil game for two players. The game simulates a nuclear exchange between two missile complexes. Each complex has a limited capability of intercepting incoming missiles and tracking them back to their launch site. The game ends when one player has destroyed all of the other player's Missile Bases.

Each player draws two 100 square playing boards (10 columns by 10 rows). The columns are lettered A thru J and the rows are numbered 1 thru 10. The lettering and numbering allows the unique identification of each square on the playing board. Thus 'A-1' is the upper left corner square, 'I-10' locates a square on the bottom row near the right edge and 'E-5' is one of the center squares.

Each player records the locations of his units on one of his playing boards, and will record information about the enemy complex on the other. Set up should be done in secret. When each has completed setting up his complex, players decide who will fire first.

The first player announces an attack on the other complex by giving a missile type and the intended square of impact. The second player then gives the result: 'Hit', 'Miss', or 'Interception'. He may also choose to track the missile, in which case the first player gives the location of the Base which fired the Missile. The second player records any damage against his complex, as well as any significant information he has gained. The first player likewise records information and the turn is ended.

The second player then fires a missile, and the same sequence of result, track, and information exchange occurs. The players continue alternating turns until one player has lost all of his Missile Bases. At this point, the game has ended with the other player victorious.

1. TYPES OF UNITS: Each player has ten Light Missile Bases, symbolized by 'L'. He also has three Radar Stations ('R'), two Heavy Missile Bases ('H'), and one Tracking Station ('T'). Note the distinction between Bases and Stations: A Station has no missiles, and cannot attack or defend.

2. TYPES OF MISSILES: A Light Missile Base has two functions: It may fire a single Light Missile which will destroy the contents of one square, or it may be used in conjunction with a Radar Station to intercept one incoming enemy missile. A Heavy Missile Base has two functions: It may fire a single Groundburst which will destroy the contents of five squares, or it may fire a single Airburst which will destroy the contents of one square. An Airburst may never be intercepted.

3. FIRING MISSILES: A Missile Base may fire any number of missiles during the course of the game, but a complex can fire only one missile per turn. A missile must be fired each turn--salvos cannot be saved up to be used all at once. To fire a missile, the player announces the type of missile (Light Missile, Groundburst, or Airburst) and the intended square of impact (e.g. 'A-3', 'C-9', etc.). If intercepted, the missile has no effect on its intended target. Otherwise, anything in the impact square is destroyed. For a Groundburst, anything in the four squares up, down, and to the left and right of the impact square is also destroyed. Note that the Groundburst can only be intercepted in the square of impact. If intercepted, it does no damage in any of the five squares. If not intercepted, it does damage in ALL of the five squares.

4. INTERCEPTING MISSILES: To intercept a missile, the player must have a Radar Station with a Light Missile Base in one of the eight squares adjacent to it. This combination may then intercept any Light Missile or Groundburst scheduled to impact on one of the nine squares protected by the Radar Station. The Station is located in the center of the pattern. Note that an Airburst may not be intercepted. A Radar Station may not intercept without an adjacent Light Missile Base. A Groundburst

(continued overleaf)

impacting outside the Radar Station's zone of protection could still destroy a unit inside the zone via one of the legs of the cross-shaped blast pattern. A Radar Station could have more than one Light Missile Base adjacent to it. This would serve to protect all of the Bases, and would also ensure spares in the event that some were destroyed. No other effect is gained. Likewise, Radar Stations may have overlapping coverage. This will provide backup coverage for the overlapped squares, so that the loss of one Radar Station does not expose an important unit. Again, no other effect is gained.

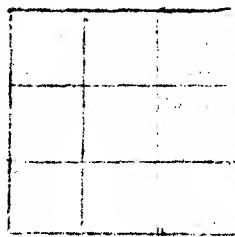
5. TRACKING MISSILES: A Tracking Station may track any missile which is scheduled to impact on one of the twenty-four squares of its coverage pattern. This pattern consists of the squares no more than two away from the Station itself, but does not include the square containing the Station. Thus, it is shaped like a large, square donut with the Station in the center. Tracking has no effect on interception and vice-versa. Note that the Tracking Station could not track a Groundburst falling outside its zone of coverage even though a leg of the blast pattern might destroy a unit within the coverage. Note also that the Tracking Station could track a Groundburst which destroyed the Station via one of the legs of its blast pattern.

6. DESTRUCTION OF UNITS: A unit which is destroyed ceases to exist. It may not be used to fire a missile, intercept, or track. It may not be given as a source of a missile in response to tracking. When a unit is first destroyed by a missile, the destruction is reported as 'Hit'. It is not necessary to reveal the type of unit destroyed. Subsequent hits should be reported as misses.

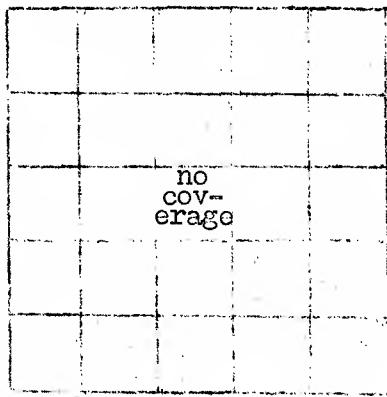
7. EXCHANGE OF INFORMATION: A player must respond when a missile strikes his complex. He must also respond if tracked. In both cases, he must give correct information. However, he need not intercept or track if he chooses not to. This is true even if he loses a unit by failure to intercept. A player is NEVER required to reveal whether or not there is anything in a square that was protected by an interception. By choosing carefully when to intercept or track, a player can conceal the nature of the units left and their deployment. This is the only deception permitted. The only information that a player has access to is to be found in the results of missile attacks.

8. MISCELLANEOUS NOTES: The playing boards are 'open'. That is, a Groundburst striking on the edge of the board does not 'wrap around' to the other edge. Missiles may not impact outside the 100 squares of the board. Only one unit is allowed per square. Other than that, the player is free to put units wherever he wishes, within the 100 squares of the board. A player need not place all of his allotted units on the board. However, once missile firing begins, any units not placed may not be placed or otherwise enter into the game. Once firing begins, a unit may not be moved, even if it is discovered that a dumb error has been made. Players may not 'trade' units of one type for another. A player may never have more than 10 L, 3 R, 2 H, or 1 T.

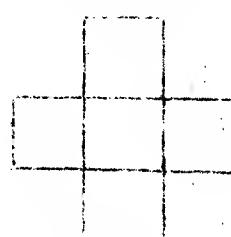
RADAR PATTERN



TRACKING PATTERN



GROUNDBURST PATTERN



(continued on page 5)

STRATEGY: Each type of unit in the game has a distinct purpose. Light Missile Bases are fairly expendable, and serve well to probe the enemy defenses. Heavy Missile Bases are useful for taking out Radar Stations and other protected units via the Airburst, and for wiping out large, unprotected areas with the Groundburst. There are only two, though, and these should be used carefully. Keep the enemy Tracking Station in mind. By overlapping Radar coverage, and choosing not to intercept over certain squares, you can confuse your opponent into dropping an Airburst on an empty square. Tracking reveals the source of the Missile, and you can take out the Base on your turn. Be careful when tracking, however. You can pinpoint a Tracking Station by recording which squares were tracked in. A common misconception is that you must reveal the location of a new Base each time you are tracked. So long as you are giving the location of an undestroyed Base of the proper type, you may continue to give the same base turn after turn.

--May be reprinted with permission of Scott Hightower, 28L Jane Lacy Dr., Endicott N.Y. 13710. Let us know if you like the game. If you are interested, there is an advanced version that we can run and also articles on strategy.

[] [] []

NEWS FROM SWEDEN

by Torbjorn Strom

To you all--from all of me, something about the country in the Northern part of the Diplomacy board. Many of my friends who have been over in USA studying have been surprised how littly you Americans know about Sweden. They have told me that most of the Americans think that Sweden is a half-communist country, probably because of the Swedish protests about the Vietnam war. Now, here in C&F it can all be recalled. Sweden has had a Liberal/Conservative coalition government for the past three years. In the latest election the Conservatives won by 175 mandates against 174 for the socialists. On the election night this country changed governments 11 times.

Enough about that--now to the Diplomacy hobby in Sweden, which isn't much of a hobby yet. There are currently only one zine running Diplomacy games in Sweden. This zine--THE BALTIC BATTLES--is published by the only Swedish dippy player you know of (me). This zine is published in two versions, one in Swedish, and one in English. Swedish games, as well as international ones, are run in TBB, the latter ones with 6-week deadlines.

TBB is developing into becoming a real international zine, with subscribers all over the world--except in North America. Anyone interested in changing that? I would certainly like to trade zines with other US publishers than Don, and would also be glad if I had any players from across the Atlantic.

What will this cost you? The answer is that you will get an airmail subscription of 10 issues for 6 dollars and with game fees costing 3 dollars. In TBB there will also be articles about Kingmaker, D&D, and, of course, Diplomacy.

The international games in TBB are spread over many countries, because only two players from a given country are allowed to play in the same game.

The Baltic Battler is not the only zine in Europe trying to start international games. From good old England comes DOWN ALIEN SKIES, my absolute favourite among other zines. It is published by Nick & Audrey Shears, 2 Jennifer Court, 92 The Street, Ashtead, Surrey KT21 1AW, United Kingdom. DAS calls itself a postal Diplomacy funzine, and that's just what it is. Every issue is full of humor and has a lot of press releases from the players.

So if you are looking for a way to get rid of your old, dull US opponents, and instead are looking for fresh foreigners to slaughter, drop any of us a line. (My address is: Torbjorn Strom, Lånsmansvägen 19, S-370 10 Bräkne-Höby, SWEDEN. Hoping to hear from you!)

THE FORUM

On Combing Seasons---Pro by Conrad Struckman:

Your proposed houserule concerning a separation of seasons standard is a step in the right direction. [Winter and Spring will be combined unless there are more than four retreats and/or removals called for by the fall adjudications.] If I stab an ally (or otherwise) I wish to notify him of this after the deadline but before the moves are out. This causes many headaches, especially when there aren't many retreats, mainly because even one retreat could cause a call for a separation of seasons. My courtesy 'act' is blown. This case is especially true in the case of a two-week zine ala LIBENTERREAN. I have enough trouble getting my timing right and plotting when my letters will get there without worrying about a separation. I think I'll propose the same idea to the 2-week zines I'm in, and am all for it in CLAW & FANG. Not many people write when they stab anymore, but it should be common practice, and it is next to impossible without a starndardized rule for eparations of seasons (next to? It is impossible). I would like to point out that in any case conditional orders should be accepted. I see no reason why they should not be accepted so this restriction should pose no problems.

Con by Bernie Oaklyn:

In CLAW & FANG Issue 105, Allen Barwick stated that he savored every move. What he might have been saying, and what I prefer to say, is that each move is a move.

This, to me, means that Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter builds and removals are each separate moves--each to be savored separately--each to have its discoveries brought to light--each to have its vast number of combinations considered as a possibility.

Possibily, like Allen Barwick, I make up a new game map for each and every season. I evaluate what has transpired, what each player has said to me over the telephone, what each player has written (how it is written; the tone in which it seems written; the haste in which it was written), what each player has exhibited to me in the past (somewhat his credibility); and other equally enjoyable factors.

Like Barwick, I try to write each and every player each and every game season. And, when a reply comes back in direct response to my letter, a counter reply goes out when I feel it would add spark to the game.

I enjoy telling my opponent of the possibilities open to me. After all, what challenge would it be to win a game opposing a dummy. I prefer to match wits with the cunning, the shrewd, the dastardly...(hear that, H.D.) playing the game with equal strengths and wisdoms and experiences.

When such communications is established and ongoing, you will find, as I do, that players will spend someone else's money and call you periodically long distance (some, no matter what the hour). You find yourself in all your glory, having found a friend, an ally, an opponent.

For one, and I care to stand up and be counted, I prefer...no, I do not want any season combined (any of the "five" seasons).

I do not wish to see any of the seasons combined for the sake of, and may I quote, "speeding up the game".

True, with such trivia as, say, only one build to be had on the entire board, that being due to an army being annihilated, and the only supply center being Budapest.. well, who should worry. But, sir!, consider when that player purposely withholds that build....ah! ha!, we just discovered that there were two possibilities after all.

The retreat is just as beautiful. Consider two players, setting up a defeated unit, so that it could be build, unsuspectedly, to be in a position to stab a third player.

As a gamesmaster, I personally avoid combining any of the five seasons. I prefer setting a 2-week deadline for such retreats and then for builds or removals, even if it means carbon copy reporting and maintaining one month between Spring and Fall seasons. You accomplish "speeding up the game" and not combining seasons.

10/23/79

A Secluded Rustic Chateau
in Vermont.

Dear Mister Fangmaster,

On times the spirit of my good friend and boyhood idol Mr. Dostoyevski drops by for spirited evening of chess. (He is quite hopeless, of course--but what does person expect from someone who carries around MC0-1 and refers to Ponziani Opening as the Modern Variation.) On such occasion recently my astute but somewhat bull-headed colleague and myself, being, as you know, long time CLAW & FANG subscribers, decided to join in what seems becoming major international effort--Guest analysis of the fascinating EPV. (No offense, Mr. Schlickburner, but to use old Russian expression, "When you are along someplace, Tolstoy is not there.")

Regards,

/s/ Alexander S.

ANALYSIS OF DEMONSTRATION GAME 1979 EPV

by Alexander Solzhenitsyn and Fyodor Dostoyevski

Chapter 3 -- Spring 1902 -- Misery in Trondheim (Guilt, too)

Pyotr was cold, and wet, and miserable as he plowed through the waist deep snows of a Norwegian April. He was cold in his heart, and the feeling of revulsion numbed him to his feet, because of the dreadful actions he had done.

("Laying it on a little thick, eh Fyo?") Actually his feet were cold because his soulless, uncaring leaders--safe within the winter palace--sent him out with thin felt boots, and no food, to face the hearty and well supplied westerners.

("Really, Alex" you said I could write first part! As a collaborator you are somewhat of a caribou's rear end!") Anyway, regardless of reasons, Pyotr was very cold and miserable. Especially his feet. ("Da, I find acceptable.")

Pyotr's misery was interrupted as several Norwegians approached with arms raised in obvious surrender. ("Fyo--stop cheating at game while I do writing! Knight moves two over, one up!") His hand wavered with indecision as he motioned them closer with the barrel of his shoddy, government issue gun. He was unsure of what to do, as he had been given no training by his superiors. ("Okay--Fyo--let go of my arm! You may finish.")

So he shot them all.

("Oh, swell! Nice subtle touch, you thawing hunk of yak dung!") ("Sorry, Mister Fangmaster--is old Russian expression.")

But he hated himself deeply and salty tears froze on his cheek. He hated himself for the senseless atrocity he had committed.

And he hated his heartless, cruel leaders for causing such misery to the sons of Mother Russia.

But not as much.

END OF CHAPTER THREE

CLASSIFIED AD

FAST GAME OPENINGS: 1. 2 week deadlines, John Michalski, THE NEW BRUTUS BULLETIN, Rt 10, Box 526Q, Moore OK 73165. Win big or sink fast! \$2 plus sub, or \$3 without sub. Adjudications mailed on deadline day, black press encouraged, countries by lot. Issue #50 due out soon! 2. 10-day-deadline game! Yes, the 4th 10 day-deadline hobby Special is now filling. \$4 flat fee. Warm up your winter with a game that will end next spring! Black press, preference lists OK. Jack Frost, RR4, Box 138-B, Lockport, IL 60441. The Canal Dogs, subzine of BRUTUS BULLETIN.

[Plug your zine, sell your old games, or offer to buy whatever. Classified ads cost a dollar an inch (6 lines)and will reach over 300 readers.]

7 November 1979

Hi: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
 Phone: (213) 334-3149 (eves.)

1979 SFV Claw & Fang Demo Invitational

Fall 1902 Thanksgiving Arrives on Time This Year

Austria (Sergeant): A Ser-Rum, F Alb S TURKISH F Bas-Ion
 England (Falter): A Yor-Den, F Nth C A Yor-Den, F Ska S
 A Yor-Den, F Hel-Kie
 France (Reese): A Par-Bur, A Bas S A Par-Bur, A Mar S
 A Par-Bur, A Pic S A Bel, A Bel (A) S ENGLISH F Hel-Hol?,
 F Mid-NAt
 Germany (Bingle): A Bad (R Mun, otb)-Pic, F Hol-Bel,
 A Ruh S F Hol-Bel, A Den (A)-Swe
 Italy (Ditter): A Tri-Ser, A Vie-Tri, A Ven S A Vie-Tri,
 F Adr-Alb, F Ion S F Adr-Alb, F Tun S F Ion
 Russia (Cusack): F Nwy-Swe, A StP-Fin, A Bud S ITALIAN
 A Tri-Ser, A Rum-Ank, F Bla C A Rum-Ank, A Gal-Rum
 Turkey (Harley): A Gre-Ser, A Bul S A Gre-Ser, F Aeg-Gre,
F Bas-Ion

1902 Supply Centers

Austria: Ser, Bad, Gre (1) Remove one (1 annl. S'02)
 England: Home, Nwy, Den, Kie (5) Build one
 France: Home, Spa, For, Bel (5) No change (1 annl. F'02)
 Germany: Ber, Mun, Hol, Kie, Bel (4) Build one (1 annl. F'02)
 Italy: Home, Vie, Tri, Tun (6) No change
 Russia: Home, Swe, Rum, Nwy, Bud, Ank (9) Build three
 Turkey: Con, Smy, Bul, Ayx, Gre (4) No change

Winter 1902 orders are due 7 December 1979. Spring 1903 orders are requested as well, but will not be adjudicated unless sets are received from all players.

Press

Germany to England: Go fish.

Berlin to Paris: Now that you've demonstrated Burgundese overkill and the situation in the Low Countries has been properly settled, maybe you'd like to get back in the game by building fleets.

London to Oslo: What correspondence? You didn't write either. My moves have been purely friendly.

London-Copenhagen: Enjoy your Swedish-Baltic vacation.

London-Paris: On to Berlin.

Tirane-Russia, Italy and Turkey: We've got to stop meeting like this.

Moscow-Ankara: No response leaves me no choice.

Paris-Berlin: Under the circumstances, you are getting what you deserve. I haven't been in Ruhr, you are the one in Burgundy.

1978C

GM: FANGMASTER THE PRESS GAME
 SPRING 1909: ANOTHER GERMAN ARMY DEFEATED, KAISER PLEADS FOR SURVIVAL ON HUMORTARIAN GROUNDS.

AUSTRIA Watson (10): F Con* H, A Bud* H, A Tyo* S A Vie→Boh*, A Tri→Ser*, A Gal→War*, A Ven* S A Tyo, A Ukr* S A Rum→Sev*, A Bul→Smy*.

FRANCE Schlickbernd (14): F Tyn* H, F Rom* H, F Yor→Edi, F Aeg* C AUS Bul→Smy, F Lon* S F Eng→NthS*, F NAO→Nwg, F Bre→Eng*, A Kic* S A Mun→Ber, A Par→Bur*, A Ruhr→Mun, A Hol* S A Kiel, A Pie* H.

GERMANY David Loewenstein (6): A Ber→S&A Den* S F Bal→Kie, A Boh & A Sil→Mun /d/(Gal,OTB). F NthS→Edi /d/ R(Nwy,Ska,Hel,Bel,OTB)*, A Sil→Mun.

RUSSIA Fiack (3): F Bar→Nwg, A Sev H /d/ R(Arm,OTB)*, A Mos* S A Sev.

TURKEY Baumeister (1): F Bla* S AUS A Rum→Sev

SUMMER 1909 and FALL 1909 due December 10. There has been a call for a vote on an Austrian-French draw, and a vote on a French win.

THE PRESS

OSLO (GERMANY-IN-EXILE BUILDING): If you don't want to let me live because I'm such a nice diplomat or great ally, at least let me live because otherwise we will go back to no press. Don--you can't allow that--you need my witty press! Don? Don! Don't give that theatrical axe back to Schlick! Don!

ANKARA: The United Growers of Hashish of (ugh) Turkey propose that France be awarded the win by concession. It is best for the rest of us, anyway. This way you'll all be saved by those Turkish hordes in the nick of time.

1978 HK

GM: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024

SPRING 1906: GERMAN FLEET BLOWN OUT OF THE WATER NEAR OOSTEND.

RUSSIANS WALK INTO BERLIN. TURK WARSHIPS SIGHTED OFF CAPRI. WOPS SWARM INTO BARCELONA, VALENCIA, AND THEM PLACES. SULTAN SEIZES SEVASTOPOL.

AUSTRIA (Borch): A Bud→Gal S by A Rum, A Ser S A Rum, A Gre→Alb.

FRANCE (Stevens): A Spa→Gas /r//Por, d/, F Lpl→NAt, F Iri→Eng, S by F Mid, A Pic→Bel S By F Nth & A Bur.

GERMANY (Carpenter): F Kie→Den, F Bel H S by A Hol (F Bel /d/), A Ruh→Kie, A Ber→Mun.

ITALY (Price): A Ven→Pic, F Wes→Spa(sc) S by F Lyo, A Tri→Trl, F Naf→Mid, A Mar→Gas, A Vie S AUSTRIAN A Bud→Gal.

RUSSIA (Hightower): A War S A Gal, A Ukr→Mos, A Nwy→Swe, A Den→Kie, A Pru→Ber S by A Sil, A Gal S TURKISH F Bla→Rum /ns/ /r//Ukr, Boh, d/.

TURKEY (Shreve): F Ion→Tyn, A Bul→Sev C by F Bla & S by F Arm.

Change of address for Dwayne Shreve: 3734 N. Pine Grove, #202, Chicago, IL 60613.

FALL 1906 ORDERS are due by Wednesday, 5 December 1979. I would like to say that you guys are doing a wonderful job of getting things in on time and protecting yourselves against missed deadlines. Please keep it up. I have tentative orders from Turkey, plus GOs from Austria, France, Turkey, and Russia.

1978C H

THE WINNER'S GAME GM: Dave Forte, 11800 Edgewater Dr, Lakewood, OH 44107. 216-226-0456

GAMESMASTER FLUBS ORDERS; REPRISE OF WINTER 1906 and SPRING 1907

WINTER 1906: France builds (2) unordered; Italy F Ion retreat EMed, Russia blds SPRING 1907: A War/NSB/

AUSTRIA Kendtter (7): A Tyr* S A Boh-Mun, A Boh-Mun*, A Tri* S A Tyr, A Vie* S A Tyr, A Bud* S A Tri, A Alb* S A Tri, F Gre* S A Alb.

ENGLAND Stratton (9): A StP→Liv*, A Fin→StP*, F Bar* S A Fin→StP, F Both* S A StP→Liv, F Bal* S A StP→Liv, A Den→Pru /imp/, A Kie* S Hol /NSU/, F Nth* H (unordered).

FRANCE Willemsen (10, 2 short): NMR: A Mun H /d/ ret Bur, OTB, A Ruh* H, A Pie* H, A Nap* H, F Ion H /c/ ret Tyrr, OTB, F Tun* H, F Apu* H, F Adr* H.

GERMANY Fiack (2): A Ber→Pru, A Ven* S FRENCH A Pie→Tyr /NSO/.

ITALY Kahan (1): F EMed→Ion*.

RUSSIA Bassett (5): A War S A Liv/NSU/, A Mos* S A Liv, A Liv S A Pru/d/ret War,OTB, A Sil* S A Pru, A Pru* S A Sil, F Aeg S ITALIAN F EMed→Ion.

Fall orders for 1907 now due December 7. There is a call for a four-way draw(EFRA).

11/10/79

LETTERS TO THE IDIOT

Dear Don,

Your assistant, Bruce Schlickbernd, probably doesn't know that I recently won part of a 4-way tie in his old POICTESME game, 1974GJ. After his zine folded it was moved to Don Wileman's DER FLIEGENDE HOLLANDER where I took over a 3-unit Germany (in 1910, I think). Later, it folded and Roger Oliver's zine THE DIPLOMACY JOURNAL carried it one season before folding. It then was in limbo for a year before Bill LaFoss's TORONTO TELEGRAM continued it. He lists Bruce Schickbend (sic) as the first GM. Game lasted through winter 1913.

I was a one-unit Germany (Berlin) and part of a stalemate line with Italy and Austria against France.

I assume this letter will result in a free lifetime sub to CLAW & FANG. [Assume again.]

Some games of Rail Baron have begun in Jack Brawner's FLYING DUTCHMAN, and TORONTO TELEGRAM may offer one.

May Your Hog-Futures Prosper,

/s/ Robert Stimmel

ROD WALKER: Please notice your people somewhere in C&F: The North American Variant Bank has just completed a cataloguing project. The results are printed in ARDA #1, which is available from me for \$1. ARDA has news of the NAVB plus a complete listing of games (about 250) which we can reproduce for people who want them. Subs to ARDA are also available, and will contain updates to our catalogue. No. 1 runs 14 pages in clear xerox. The listings are by type of game and also indicate the number of players needed for each game. Please also note that inquiries to the NAVB must be accompanied by a stamped, self-addressed envelope. On that basis, I will be happy to answer questions about our holdings, games not in our active file, etc., normally within 30 days. [Rod's address is on page 9]

WILLIAM YOUNG:in my opinion, CLAW & FANG is the most professional and dependable Zine in the business. [I just thought I would throw this one in to make me feel better.]

QUESTION: What is the "Coastal Crawl?". ANSWER: The Coastal Crawl can potentially occur in either Spain or Bulgaria where a fleet on one coast moves into the adjacent province at the same time a fleet in that province moves to the other coast. e.g. F Spa(sc)-Por, F Por-Spa(nc). Since this is actually two units exchanging spaces it is prohibited by the rules.

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